

**DEVELOPER
MULTIPLAYER
TIPS!**

HAZZE

OFFICIAL GAME GUIDE

BASED ON A GAME
RATED BY THE
ESRB



**FREE
RADICAL**



UBISOFT™

IN HAZE, YOU TAKE ON THE ROLE OF SHANE CARPENTER AND ENTER THE FRONTLINES OF A WAR BETWEEN THE MEGA-MACHO MANTEL SUPER-SOLDIERS AND THE UNCOMPROMISING REBELS OF THE PROMISE HAND. THE ACTION IS INTENSE AS BOTH SIDES RUN AND GUN THROUGH JUNGLES, CAVES, AND VILLAGES; BLAST WITH RIFLES, PISTOLS, ROCKET LAUNCHERS, SHOTGUNS, AND GRENADES; AND, IF THE TIMES CALL FOR IT, KILL WITH THEIR BARE HANDS.

Controls

Boot Camp

Action	Button Command
Move	Left Stick
Look Around/Aim	Right Stick
Interact	■
Change Grenade Type	■
Use Fixed Gun	■
Jump	X
Switch Weapons	●
Reload	▲
Pick up Weapon	▲ (Hold)
Fire Weapon	(R)
Melee Attack	(R2)
Zoom	(R3)
Arm Grenade	(L) (Hold)
Throw Grenade	(L) (Release)
Crouch	(L3)
Pause the Game	(START)
View Current Objectives	(SELECT) (Hold)

The Might of Mantel

Empowered by the revolutionary drug Nectar, Mantel's soldiers are granted nearly superhuman abilities. With the proper dosing, a trooper gains increased speed, strength, resilience, healing, and perception. Any soldier on Nectar is a force to be reckoned with.

Action	Button Command
Administer Nectar	(L2) (Hold)
Siphon Nectar	■ (Near a trooper)

The Savvy Promise Hand

Although they lack the benefits of Nectar, the Promise Hand rebels have found a number of ways to compensate for that particular weakness by using cleverness and resourcefulness. A Nectar-supplied trooper may be powerful, but never count out a member of The Promise Hand.

Action	Button Command
Weapon Steal	■ (While enemy is stunned)
Scavenge Ammo	● (Hold when over weapon)
Dodge Roll	X (Twice)
Play Dead	(L2) (When prompted under fire)
Set Grenade Trap	(L) (Hold, while facing the ground)
Use Iron Sight	(R3)

Riding High

Both the forces of Mantel and The Promise Hand have a number of vehicles at their disposal. Fast, powerful, and sometimes heavily armed, these vehicles can prove key in turning a lost cause into a victorious battle.

Action	Button Command
Steer	Left Stick
Change Camera	Right Stick
Mount/Dismount Vehicle	■
Brake	●
Nitrous Oxide Boost	X
Accelerate	(R)
Reverse	(L)
Honk	(L3)



Game Screen

Inside the Yellow Helmet



The Mantel uniform comes with an advanced visual display located inside each standard helmet visor. The details list vital mission information, including remaining health, Nectar supplies, direction, and available weapons.

1 HEALTH

This bar on the screen's right side shows the amount of life remaining.

2 NECTAR LEVEL

The gauge on the screen's left side shows the amount of Nectar currently in the bloodstream.

3 AIMING RETICLE

The crosshairs show where the equipped weapon is aiming.

4 NECTAR ICON

This icon, found just below the Nectar gauge, shows the number of remaining Nectar doses.

5 COMPASS

At the top of the screen, the compass helps with direction.

6 OBJECTIVE ICON

On the compass is a honeycomb symbol. This is the objective icon and it indicates the location of the most current objective.

7 WEAPONS BAR

In the upper right corner, the weapons bar shows the two equipable weapons in Carpenter's possession. The currently equipped weapon appears in the foreground. Ammo count is also found here.

8 GRENADE BAR

On the upper left is the grenade bar. It shows the number and type of grenades remaining.

Through the Eyes of a Rebel



Even though the Promise Hand doesn't have the fancy technology of Mantel, they still make do. Although they're a little rough around the edges, the rebel tools provide nearly the same information as Mantel's helmets.

1 DAMAGE INDICATOR

When damage is taken as a rebel, the outer edge of the screen bleeds red. The more damage, the more red appears.

2 AIMING RETICLE

The crosshairs show where the equipped weapon is aiming.

3 COMPASS

Found at the top of the screen, the compass is a bit rugged but tells direction okay.

4 OBJECTIVE ICON

On the compass is a red hand on a white field that acts as the objective icon. Follow the icon to the location of the most current objective.

5 WEAPONS BAR

Located in the upper right corner, the weapons bar shows the two equipable weapons in Carpenter's possession. The currently equipped weapon appears in the foreground. Ammo count is also found here.

6 GRENADE BAR

On the upper left is the grenade bar. It shows the number and type of grenades remaining. Grenades marked with an "N" are Nectar grenades.

Mantel Global Industries

Having an army is expensive. It's a well-known fact and frankly, who needs it? By the year 2048, governments across the globe have disbanded their armies to save money. After all, why buy when renting is a viable option? Enter Mantel Global Industries and its army for hire program. With the assistance of its custom performance-enhancement medication, called Nectar, Mantel has secured a strong hold in the business of mercenary armies.

Mantel has an impressive list of clients, including the UN and NATO, and it handles most of the world's peacekeeping duties. Mantel's latest job has the mercenary army headed for the Boa region of South America. Here the boys of Mantel are fighting a fierce guerrilla group and raging tyrant.

As a general Mantel rule, the troops are given only need-to-know information of their targets. In this case they are told their goal is to liberate the South Boa region from the cruel cannibalistic dictator, Gabriel "Skin Coat" Merino, who commits crimes against humanity. What those crimes are doesn't matter. With his flock of followers, Merino and his men form Mantel's current number-one enemy: The Promise Hand.



Nectar

Mantel Global Industries doesn't limit its field of expertise to mercenary armies. The company also dabbles in the pharmaceutical industry. Its most famous product is their "nutritional supplement" called Nectar. Made specifically for troops, this medication not only improves sight, aim, speed, and strength, but it also makes fighting fun! And the boys love it.

The medication is fed directly into the bloodstream via a Nectar Administrator Pack located on the soldier's upper back. Nectar doses are controlled and dispersed daily by Mantel Headquarters, but the individual soldier can also inject doses manually during key combat moments.

More than anything, Nectar is known for its ability to give increased awareness. Acting almost like a sixth sense, Nectar stimulates certain parts of the brain that allow a soldier to be able to "predict" any incoming danger and react accordingly.

Mantel hasn't released any information on the side effects of the nutritional supplement, nor has it announced any studies of the long-term effects. There have been rumors of the drug leading to bursts of insanity and violence, and some critics are calling the distribution of the supplement irresponsible. However, Mantel has dismissed all such claims and criticism.



The Promise Hand



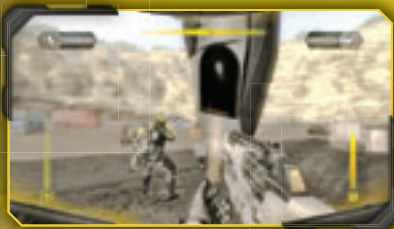
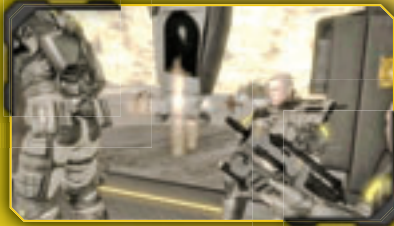
The Promise Hand never asked to become a feared guerrilla faction; it just happened that way. They were just minding their own business when one day Mantel decided to pick a fight with them. They couldn't back down now, could they? That's how they say the war between their group and Mantel Global Industries started, but Mantel tells a different story. Either way, both Mantel and The Promise Hand aren't going to be signing peace treaties any time soon.



IN THE DROPSHIP ABOVE THE CARIDAD QUARRY HOT ZONE, CARPENTER AND THE REST OF THE TEAM PREPARE FOR THE MISSION TO CAPTURE THE PROMISE HAND LEADER, SKIN COAT. AT THE QUARRY, CARPENTER EXPANDS HIS SKILL EXPERIENCE TO INCLUDE COMBAT VEHICLES AND MORE WEAPONS.

Chase Down "Skin Coat" Merino

Hovering above the Hot Zone, Carpenter and the team receive word that Skin Coat is down below. Shortly, the doors of the dropship open and they can hear the dictator yelling out orders. Duvall shouts to Carpenter that his unit is going to meet Carpenter's at the mining plant to corner Skin Coat.



extremely effective at taking out enemy combatants. Use the cover they provide to rush the rebels in front of Carpenter and execute them at close range.

Jumping off the dropship, Carpenter and his men come under heavy fire. It's a good thing the soldiers in Carpenter's unit are

Board the Boxcart and Escape Out of the Quarry Bowl

A dropship deposits a land buggy, called a Boxcart, for Carpenter and his crew to use as transport out of the quarry. Move northwest to the Boxcart and board it by approaching the driver's seat and pressing the Action button to get into the vehicle. After Carpenter is settled, the rest of his unit follows suit and hops on the buggy. Controls for the Boxcart appear shortly after the rest of the unit boards. Mantel's satellite navigational system, Mantel Nav, wakes up to say hello after a moment and its robotic female voice gives Carpenter directions out of the quarry.



TIP

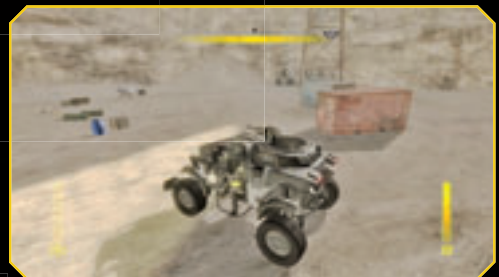
FACE, MEET FIST



Promise Hand members love to run right up to Mantel soldiers and attempt to steal their weapons. Nothing foils their plan better than an elbow to the face. Press the Melee button to drop an incoming rebel.

NOTE

BOXCART



The Boxcart is a fast, maneuverable, all-terrain land buggy made for Mantel troops. With its seating for four, fixed JM90 Heavy Gun turret, and lightweight frame—the result of a notable lack of armor—the Boxcart can transport soldiers quickly, but there's no guarantee they will arrive in one piece.

CO-OP: ALL ABOARD!

To get the most out of the Boxcart, have one person take the driver's seat and another hop in the back to man the mounted gun. If playing three or four player Co-Op, have the remaining teammates take the seats on either side of the buggy. The driver should focus on getting to the final destination and running people over. The other three members of the unit should set their sights on any surviving rebels. As a team, wipe out all enemies from the buggy's path.

Take a minute to get familiar with the vehicle controls before moving out. The

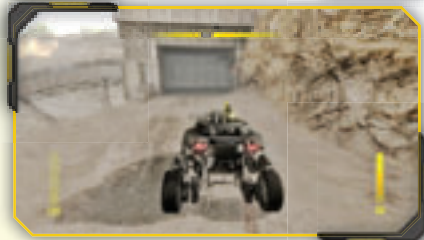
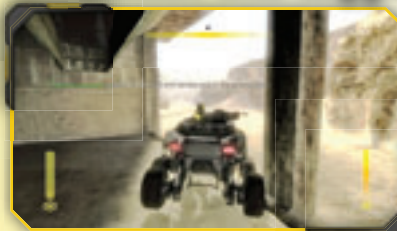
Boxcart has all the basic controls, plus a special boost function when Carpenter needs some extra speed. Get a quick grip on the vehicle's mechanics, then drive up the curved incline to the north. The Boxcart is fast, especially with the boost, so watch the speed and be careful not to turn take the turns too hard. There are no railings to prevent a fall.

NOTE**MANTEL NAV**

Mantel Nav is the navigational system for the Boxcart land buggy. It has a sweet female voice but is firm when giving directions. The satellite navigational system is an important tool for Carpenter, and it helps him get his men from point A to point B on time.

The winding incline is a long, lonesome road. Halfway through the drive, take the steep sandy incline on the right up to the next level to cut the riding time down. At the top of the incline is a covered drive-through.

Enter slowly so Carpenter can make the right turn. Here he completes the current objective.

**Reach the Copper Plant**

Passing through the covered turn, Carpenter announces that he's lost sight of Skin Coat. Duvall radios

in that the only place the old man could have gone is the copper plant. Carpenter's new objective is to reach the copper plant and rendezvous with Duvall's unit.



Follow the path zig-zagging down to another open quarry where Promise Hand rebels wait. Charge at them full force and run over any that stand in the way. Carpenter's men use the JM90 Heavy Gun turret



and their own BlackSaw rifles to quickly dispose of any enemies still standing.

NOTE

JM90 HEAVY GUN



The JM90 Heavy Gun comes standard on the Mantel Boxcart. The gun, set in a turret, offers protection for a vehicle that has little armor. With its massive bullet capacity and ability to turn 360 degrees in the turret, this weapon is not to be messed with.

When the coast is clear, continue toward the copper plant. Turning north, Carpenter discovers a closed gate blocking his path. He needs to open the gate to continue.



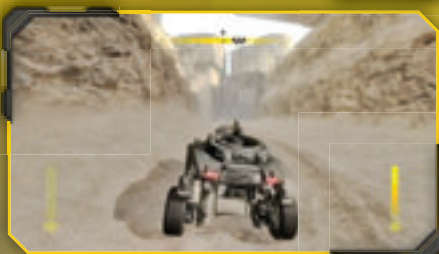
Open the Gate



Duvall radios in to tell Carpenter how to open the blockade for this short assignment. On one of the poles forming the gate is a series of wires leading to a

control shed. This is where the controls for the gate are located. Exit the Boxcart and enter the shed.

In the shed, Carpenter can see a lever to the south. As Carpenter walks up to the lever, he puts his weapon down and reaches out his hand. When commanded, press the Action button that appears onscreen to move the lever and open the gate. The objective is complete.



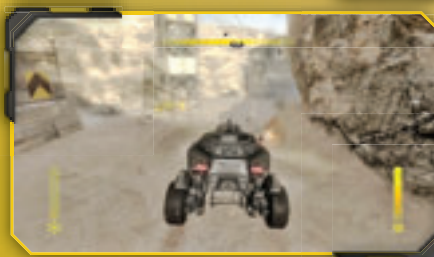
Return to the Boxcart and wait for the others to board. When ready, drive through the gate and continue toward the copper plant.

TIP

FOLLOW THE LEADER



When Carpenter exits a vehicle he is driving, all passengers riding with him exit as well. Make sure Carpenter exits only when necessary, because some passengers do not always get back on. In these cases, Carpenter can choose to wait until the passenger returns or leave him and fight the enemy one man down.



Drive east, passing through a covered section of road, and follow the path as it turns north and then east. Take the eastern turn slowly to avoid the oil barrels falling from above. The Boxcart can catch on fire if hit.

After the run in with exploding barrels, turn west toward an abandoned warehouse. Get ready for combat. Promise Hand members are

hiding behind crates, and they come out to attack as Carpenter approaches. As before, charge forward in the buggy, running over as many enemies as possible. Don't worry about exiting the vehicle and attacking on foot. The other members of Carpenter's unit take care of any rebels still standing.



TIP

BEEP, BEEP, BEEP



The Boxcart's light armor doesn't stand up to much and can blow up easily. Don't get caught inside when it goes sky high. Listen for the distinct beeping noise the vehicle makes when it's close to exploding. Jump out before the beeping stops!



Exiting the warehouse, Carpenter is radioed by Sullivan. He warns of a narrow passage ahead that's chock full of explosives. His advice: drive fast.

TIP

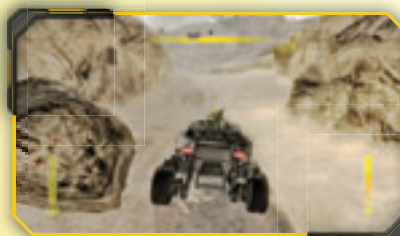
CO-OP: IT TAKES TWO



In the upcoming passage, explosives are rigged just about everywhere. Here is a perfect opportunity to work as a team to get through the passage unscathed. Have one person drive the buggy at a quick, but careful pace. Another person mans the mounted gun on the back. Have this person detonate any nearby explosives before they become a major threat.

Drive down the southern path to a gated entryway. Enter the path slowly, ignoring Sullivan's advice. Explosives are rigged to either wall and if Carpenter approaches slowly, they detonate before he

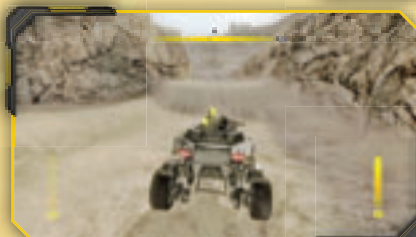
reaches them rather than as he's passing them. Next, follow the road as it turns. An onscreen tip explains how to use Nectar to see hidden explosives on the path. Hug the inner wall to avoid the explosives that detonate on the outer wall. Right after the last explosive ignites on the outer wall, move the buggy to the center of the road to avoid an explosive on the inner wall near the end of the spiral.



Continue to follow the road as it turns east. There are explosives on the east side, so stay in the center to avoid

being hit. The Boxcart passes more explosives. Just stay in the center and they aren't a threat.

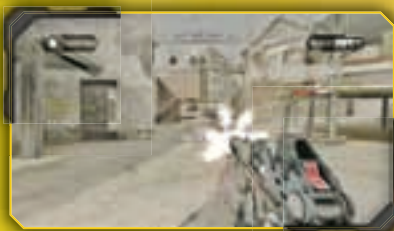
Ahead of Carpenter, the road cuts off, but with no other route available, he must take the jump. After landing, the vehicle immediately comes under fire from enemy forces hiding off to the west. Make swift tracks and leave them, and another group hiding farther down on the left, in the dust.



WELCOME TO THE ONGOING WAR FOR NECTAR CONTROL. FIGHT AS EITHER THE PROMISE HAND OR MANTEL FACTIONS IN A NEVER-ENDING BATTLE FOR SUPREMACY. EACH SIDE IS GIVEN SPECIAL ABILITIES TO HEIGHTEN THEIR SKILLS IN GAMES OF DEATHMATCH, TEAM DEATHMATCH, OR TEAM ASSAULT. FIGHT THE BATTLE LOCALLY WITH SPLIT-SCREEN ACTION OR LAN PARTIES, OR FOR THE ULTIMATE NECTAR RUSH, TAKE THE FIGHT ONLINE WITH 16-PLAYER MATCHES.

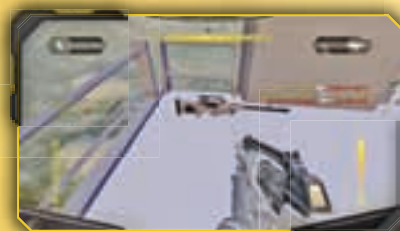
Deathmatch

This is a no holds barred, knock-down, drag-out, multiplayer free-for-all. There are no alliances and no friends, only the cold, hard reality of a world where it's every man for himself.



HOT SPOTS

Pay attention to weapon locations. Not only does knowing where they are allow you to quickly recover a favored weapon, but you can also lurk near them and kill enemies who come looking for their favorite pick-up.



How to Take 'em Down

The following are general tips that any player can use to rack up the kill count and avoid an early grave.

TAKE THE HIGH ROAD



Stake out the high ground. Not only does it give you the perfect spot to snipe from, but it can also keep you out of the enemy's sights.

ALL CHOKED UP

Set up choke points at ladders or bodies of water. Shooting is impossible while trying to swim or climb, giving you the chance to score some easy kills.



ALL MINE



Remember, this battle is every man for himself! There is no reason not to take Nectar from fellow troopers or weapons out of the hands of like-minded rebels.



Deathmatch Maps

It's every man for himself in this mode. Promise Hand comrades turn on one another and Mantel troops are ready to open up a can on anyone or anything standing in their way.

MML

LEGEND

Mantel

SN	B72 Sniper
BS	BlackSaw
EX	Boxcart
DG	Diplomat
DP	Donkey Puncher
HC	Hard Candy
SC	Spring Cleaner

Promise Hand

DR	Dragon de la Gente
LO	Lobo
MA	Macho
MF	Malafruta
MD	Mano del Dios
OS	Oso
PP	Pinpointer
RT	Razor Tongue



MULTIPLAYER—DEATHMATCH



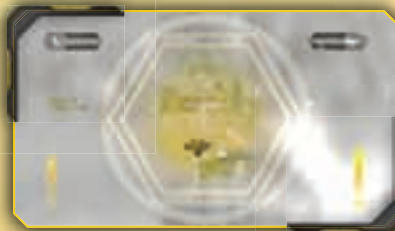
This map, in a desolate ravine, has bases for both Mantel and the Promise Hand. Given the open terrain, the factions are forced to take risks to find opponents. Fortune often favors the brave who attempt this first. Act before other players have had an opportunity to stake out a good position.

MANTEL'S GUIDE TO STAYING ALIVE

Here are a few things Mantel boys should keep in mind when running through the valley of this map.

Shoot Up

This is an ideal level for sniping. Too bad many of the sniper rifles are in hazardous positions. Instead of risking the pick-up, use Nectar Focus sniping as much as possible.



PRIMA Official Game Guide

HAZE

Wait a Sec



When things start getting too hot to handle, duck into available buildings to allow health to recover after being shot.

PROMISE HAND'S WORD TO THE WISE

With the Promise Hand, things are never easy, but the following strategies make victory a little more likely.

Drop It

Though always appealing, the Dragón de la Gente is ineffective on this map. Do not use it unless you feel like regretting it.



With a Bang



Plant as many grenades as possible around vehicle spawning locations. These highly trafficked areas are well worth the explosive investment.

Shanty Town

LEGEND

Mantel

- SN** B72 Sniper
- BX** BlackSaw
- OG** Diplomat
- OP** Donkey Puncher
- HC** Hard Candy
- SC** Spring Cleaner

Promise Hand

- DR** Dragon de la Gente
- LO** Lobo
- MF** Malafruta
- MD** Mano del Dios
- OS** Oso
- PP** Pinpointer
- RT** Razor Tongue



WELCOME TO THE WORLD OF HAZE	4
Controls	4
Boot Camp	4
The Might of Mantel	4
The Savvy Promise Hand	4
Riding High	4
Game Screen	5
Inside the Yellow Helmet.....	5
Through the Eyes of a Rebel.....	5
Menus	6
Main Menu	6
Multiplayer Menu	6
Pause Menu	7
THE WORLD OF HAZE	8
Mantel Global Industries ...	8
Nectar	8
The Promise Hand	8
Shane Carpenter	9
Gabriel "Skin Coat" Merino	9
Morgan Duvall	10
Adrian Teare	10
Francis Peshy	10
Bobby "Watchstrap" Daily	11
THE ARSENAL	12
Nectar	12
Nectar Perception	12
Melee Blast	12
Nectar Resilience	12
Nectar Focus	12
Nectar Foresight	12
Mantel Weaponry	12
The "Diplomat"—Wilson D6 Pistol	12
The "BlackSaw"—B72 Assault Rifle	13
The "Donkey Puncher"—DP118 Combat Shotgun ..	13
The "Hard Candy"—387L Rocket Launcher.....	13
B72 Sniper	13
"Spring Cleaner"—SK3 Fragmentation Grenades ..	13
The "Heavy Gun"—JM90 ..	13
The Promise Hand Weaponry	14
The "Razor Tongue".....	14
The "Lobo" (Wolf)	14
The "Oso" (Bear).....	14

The "Mano del Dios" (Hand of God).....	14
The "Dragón de la Gente" (The People's Dragon)	15
The "Pinpointer"	15
"MalaFruta" (BadFruit)	15
Nectar Grenades.....	15
Mantel Vehicles	15
The "Boxcart".....	15
"Mrs. Mantel"	16
The "BigBoy"	16
The "Dumpster"	16
The Promise Hand Vehicles	17
The "Macho" (Stag).....	17
The "Mula" (Mule).....	17
The "Palo Hueco" (The Hollow Bat).....	18
The "Diente de la Serpiente" (The Serpent's Tooth).....	18
The "Pecho del Rhino" (Chest of the Rhino).....	19
MANTEL LAND CARRIER	20
Welcome to Mantel Global Industries	20
Board Your Squad's Dropship	22
SELVA REGION	23
Secure Crash Site	23
Enter the Jungle.....	23
Wipe Out the Remaining Rebels	26
Proceed to the Crash Site	27
Eliminate Rebel Presence.....	28
Check the Pilot's Condition	30
Hold Off the Rebel Counterattack.....	30
Move to the Extraction Point	31
RETURN TO THE LAND CARRIER	32
The Observatory Deck	32
Catch Up with Duvall's Squad.....	32
The Dropship	33
Join Up with Duvall and Board the Dropship ...	33
CARIDAD QUARRY	34
Chase Down "Skin Coat" Merino	34

Board the Boxcart and Escape Out of the Quarry Bowl.....	34
Reach the Copper Plant ..	35
Open the Gate.....	36
Defeat the Ambush.....	39
Enter the Old Copper Plant.....	41
CARIDAD SMELTING PLANT	42
Capture Merino	42
Get to Maintenance Room and Activate Lever ..	43
Get to Control Room and Activate Lever	45
Get to Section D.....	45
Proceed Deeper into Copper Plant Complex.....	46
Destroy the Server Controlling AA Guns.....	49
Follow the Crucibles.....	51
Change Crucible Path.....	52
Find the Moving Walkway Controls and Use it to Follow Merino	52
Follow Duvall's Squad to Evac Site	54
DESERTED SWAMP	56
Survive the Swamp	56
Escape Mantel Ambush....	57
Follow Rebel.....	58
CIDADE DE DEUS	59
Welcome to The Promise Hand	59
Follow the Rebel Guide	59
Kill Watchstrap and Peshy.....	61
GAMBOU SOUTH BEACH	63
Make Your Way to the Beached Container Ship ..	63
Drive to the Beach.....	63
Traverse the Beach.....	65
Use the Mortar to Destroy the Blockade.....	65
Navigate through the Fortress	67
Pass Safely Through the Minefield.....	68
Enter the Container Ship ..	68
Escape the Mantel Ambush.....	69

THE FALCON.....	70	Meet Up with Merino Near the MML.....	95	Defend the Hacker While He Disarms the Defense Grid Controls ..	120
Search the Container Ship for the Source of the Distress Signal	70	Blow Up the Road Bridge.....	96	Find Elevator Switch and Ascend to the Deck	122
Escape from the Container Ship	72	Arm the Bomb at Site D Below the Bridge.....	96	Defeat the Dropship Attack.....	122
LAS PALMAS		Arm the Bomb at Site B..	97	Get to the Upper Control Room.....	123
SUDOROSAS	77	Advance Up the Mountain Path	97	Kill Duvall	124
Get to the Roof for Evac	77	DIENTES DE VACA.....	98	Meet Merino on the Main Deck and Evacuate the Land Carrier.....	125
Go Through Caves onto Beach	77	Take the Mountain Road to the Observatory Base	98		
Get into Hotel Lobby	78	MIRADOR DEL ÁGUILA.....	105	MULTIPLAYER—	
Get into Hotel Courtyard.....	79	Disable Nectar Administrator	105	DEATHMATCH	126
Negotiate Through Roof Garden	82	Proceed Through Visitor's Center	105	Deathmatch	126
Destroy the Attacking Dropship	82	Climb to Cable Car Station.....	106	How to Take 'em Down ..	126
CIDADE DE DEUS		Get Across Boa Valley...	109	Deathmatch Maps.....	127
DEFENSE.....	83	Enter Main Observatory Complex	110	MML.....	127
Defend the Rebel Base...	83	Get Out of Complex Through Emergency Doors	113	Shanty Town	128
Suppress the Trooper Onslaught.....	83	Take Down the Black Ops Handling the AA Guns.....	113	POW.....	130
Help Defend the Market Area.....	83	Proceed to Helipad for Evac	114	Nectar Caves.....	131
Clear the Villa of Troopers	84	LAND CARRIER ASSAULT...115		Swamp.....	133
Destroy the Three Artillery Guns.....	84	Prepare for the Final Assault	115	Land Carrier	134
Work Your Way Through the Village.....	85	Meet Merino in the Clearing	115	MULTIPLAYER—	
Find a Rocket Launcher and Destroy the Tank	87	Meet Merino Near the SUVs	116	TEAM DEATHMATCH.....	136
Rendezvous with Merino at the Church	88	Open the Rear Door of the Land Carrier	116	Team Deathmatch	136
Hold Back the Trooper Onslaught.....	90	Destroy the Four Fixed Guns on the Sides	116	How to Take 'em Down ..	136
Lay Mines Across the Courtyard.....	90	Destroy the Valves Controlling the Door	117	Team Deathmatch Maps	137
Evacuate the Rebel Base with Merino	90	Find the Defense Grid Control Room and Disable Defenses	118	MML.....	137
Defeat Duvall's Dropship	91	Find the Control Room and Open the Hangar Doors	118	Shanty Town	138
Meet Merino in the Front of the Church	92	Work Your Way Through the Hangar.....	119	POW.....	140
Follow Merino	92	Destroy the Attacking Dropship	120	Nectar Caves.....	141
BOA BRIDGE	93			Swamp.....	143
Escort the MML Across the Bridge.....	93			Land Carrier	144
Clear Out the Mines!.....	94			MULTIPLAYER—TEAM	
Destroy the Dropship Pod at the End of the Bridge	95			ASSAULT	146
				Team Assault	146
				How to Take 'em Down ..	146
				Team Assault Maps....	147
				MML.....	147
				Shanty Town	149
				POW.....	151
				Nectar Caves.....	153
				Swamp.....	155
				Land Carrier	157

HAZE

PRIMA OFFICIAL GAME GUIDE

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